LISTING OF CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (Currently Amended) A method of providing electronic lottery games ~~over a wireless network from an electronic betting service to a wireless game terminal having a display and a button array,~~ comprising the steps of:

transmitting a game identification number over ~~said~~a wireless network from ~~said~~a betting service to said wireless game terminal having a display;

transmitting a plurality of game parameters associated with said game identification number over said wireless network to said wireless game terminal, wherein the game parameters include instructions for:

causing the display to present a plurality of graphic objects;

allowing the reception of a user selection of one of said objects~~a player to elect one of said objects by activating a button of said button array~~;

causing said display to replace said selected object with a second graphic object, wherein said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service;

receiving at said betting service said data related to selections on said wireless game terminal associated with said game identification number;

calculating a win/loss value at said electronic betting service; and

transmitting said win/loss value to said wireless game terminal.

2.   (Previously Presented) The method of claim 1, further comprising the step of

transmitting a selection of possible games wherein said game identification number and said

plurality of game parameters are associated with the game selected from said possible games.

3.   (Previously Presented) The method of claim 1, further comprising the step of crediting

an account when said win/loss value is a positive value.

4.   (Original) The method of claim 1, wherein said calculating step occurs after said

receiving step.

5.   (Original) The method of claim 1, wherein said calculating step is performed for each

possible selection associated with said game identification number.

6-7.   (Cancelled)

8.   (Original) The method of claim 1, further comprising the step of storing information

associated with said game identification number on a database.

9.   (Cancelled)

10.   (Currently Amended) A method ~~of playing electronic lottery games over a wireless~~

~~network on a wireless game terminal having a display and button array,~~ comprising the steps of:

        accepting a lottery game selection from said wireless network;

receiving a game identification number and a plurality of game parameters associated

with said game identification number from said wireless network at a wireless game terminal

having a display, wherein said plurality of game parameters include instructions for:

causing the display to present plurality of graphic objects;

allowing the reception of a user selection of one of said objects~~a player to elect one of~~

~~said objects by activating a button of said button array~~;

causing said display to replace said selected object with a second graphic object, wherein

said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service;

accepting at least one gaming selection from said wireless network according to the rules

of said selected lottery game; and

receiving win/loss value information from said wireless network based on said at least

one gaming selection.

11.   (Previously Presented) The method of claim 10, further comprising the step of logging

on to said wireless network to receive a selection of lottery games.

12.   (Previously Presented) The method of claim 10, further comprising the step of crediting

an account when said win/loss value is a positive value.

13.   (Previously Presented) The method of claim 10, further comprising the step of storing

information about said at least one gaming selection on a database.

4

14.   (Original) The method of claim 10, further comprising the step of calculating a win/loss value for said selected game.

15.   (Cancelled)

16.   (Original) The method of claim 10, further comprising the step of calculating a win/loss value for each possible gaming selection of said selected game.

17.   (Previously Presented) The method of claim 10, wherein all of said steps are in the form of instructions embodied in a carrier wave sent over the said wireless network to instruct said wireless game terminal to perform all of said steps.

18.   (Currently Amended) An interactive services display and response system for providing games over a wireless network, comprising:

        a betting service provider on said wireless network; and

        a wireless game terminal connected to said wireless network to communicate with said betting service provider over said wireless network;

        wherein said betting service provider is configured to transmit a game identification number over said wireless network to said wireless game terminal, transmit a plurality of game parameters associated with said game identification number to said wireless game terminal, receive data related to selections on said wireless game terminal associated with said game identification number, calculate a win/loss value, and transmit said win/loss value to said wireless game terminal; and

wherein said game parameters include instructions for:

causing a display to present plurality of graphic objects;

allowing the reception of a user selection of one of said objects ~~a player to elect one of said objects by activating a button of said button array~~;

causing said display to replace said selected object with a second graphic object, wherein said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service.

19.   (Previously Presented) The system of claim 18, wherein said betting service provider is further configured to transmit a selection of possible games, and wherein said game identification number and said plurality of game parameters are associated with the game selected from said possible games.

20.   (Previously Presented) The system of claim 18, wherein said betting service provider is further configured to credit an account when said win/loss value is a positive value.

21.   (Original) The system of claim 18, wherein said betting service provider is further configured to calculate a win/loss value for each possible selection associated with said game identification number.

22.   (Cancelled)

23.   (Original) The system of claim 18, further comprising a database which stores information associated with said game identification number.

24.   (Previously Presented) The system of claim 18, wherein said wireless game terminal is

further configured to log on to said wireless network to receive a selection of lottery games.

25.   (Previously Presented) The system of claim 18, wherein said wireless game terminal is

further configured to credit an account when said win/loss value is a positive value.

26.   (Previously Presented) The system of claim 18, wherein said wireless game terminal is

further configured to calculate a win/loss value for said at least one gaming selection.

27-33. (Cancelled)

34.   (Previously Presented) The method of claim 10, wherein all of said steps are in the form

of instructions embodied in a flash memory to instruct said wireless game terminal to perform all

of said steps.

35.   (Currently Amended) The system~~method~~ of claim 18, wherein said instructions are

embodied in a flash memory to instruct said wireless game terminal to perform all of said steps.

36.   (Previously Presented) The method of claim 10, wherein said graphic objects in said

plurality of graphic objects are substantially identical relative to each other.

37.   (Previously Presented) The method of claim 36, wherein said graphic objects are block-shaped.

38.   (Previously Presented) The method of claim 10, wherein said second graphic object is a numeral.

39.   (Previously Presented) The system of claim 18, wherein said graphic objects in said plurality of graphic objects are substantially identical relative to each other.

40.   (Previously Presented) The system of claim 39, wherein said graphic objects are block-shaped.

41.   (Previously Presented) The system of claim 18, wherein said second graphic object is a numeral.

42.   (Currently Amended) A wireless user terminal ~~operatively connected to a betting service through a wireless network having a graphical display, a button array, a processor, and~~ having a computer-readable medium having computer readable instructions thereon that when executed allow the terminal to perform a method comprising the steps of:

        receiving a game identification number over ~~said~~a wireless network from ~~said~~a betting service;

receiving a plurality of game parameters associated with said game identification number

over said wireless network to said wireless user terminal, wherein the game parameters include

instructions for:

causing ~~the~~a display of the wireless user terminal to present plurality of graphic objects;

allowing the reception of a user selection of one of said objects~~a player to elect one of~~

~~said objects by activating a button of said button array~~;

causing said display to replace said selected object with a second graphic object, wherein

said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service;

transmitting said betting service said data related to <u>user</u> selection~~s~~ on said wireless user

terminal associated with said game identification number;   and

receiving win/loss value at said wireless user terminal.

43.   (Currently Amended) A betting service server ~~configured to provide electronic lottery~~

~~games over a wireless network to a wireless game terminal having a display and a button array,~~

~~the server~~ having a computer-readable medium having computer readable instructions thereon

that when executed ~~allow the terminal to~~ perform a method comprising the steps of:

transmitting a game identification number over ~~said~~a wireless network from ~~said~~a betting

service server to ~~said~~a wireless game terminal;

transmitting a plurality of game parameters associated with said game identification

number over said wireless network to said wireless ~~user~~game terminal, wherein the game

parameters include instructions for:

causing ~~the~~a display of the wireless game terminal to present plurality of graphic objects;

9

allowing the reception of a user selection of one of said objects~~a player to elect one of~~

~~said objects by activating a button of said button array~~;

causing said display to replace said selected object with a second graphic object, wherein

said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service;

receiving at said betting service server said data related to selections on said wireless

~~user~~game terminal associated with said game identification number;

calculating a win/loss value at said betting service server; and

transmitting said win/loss value to said wireless user terminal.

44.   (Previously Presented) The method of claim 1, wherein a user must purchase the lottery

game before receiving the game identification number and the win/loss value transmitted to the

wireless game terminal indicates the user won the game, the method further comprising the steps

of:

linking the game identification number to the user of the wireless game terminal who

purchased the game; and

comparing the game identification number to the user playing the game to verify if the

user playing the game is the same user that purchased the game.

45.   (Previously Presented) The method of claim 10, wherein a user must purchase the lottery

game before receiving the game identification number and the win/loss value received at the

wireless game terminal indicates the user won the game, the method further comprising the steps

of:

linking the game identification number to the user of the wireless game terminal who

purchased the game; and

comparing the game identification number to the user playing the game to verify if the

user playing the game is the same user that purchased the game.

46.   (Currently Amended) The system of claim 18, wherein a user must purchase the lottery

game before receiving the game identification number and the win/loss value transmitted to the

wireless game terminal indicates the user won the game, the system~~method~~ further comprising

the steps of:

linking the game identification number to the user of the wireless game terminal who

purchased the game; and

comparing the game identification number to the user playing the game to verify if the

user playing the game is the same user that purchased the game.